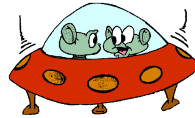


UFO and Cow Project

Exercise in Creating Interactive Multimedia
with Macromedia Flash MX®



Intro - (It s short. Please read)

Prior to completing this lesson, you need to know the basics of working with Flash and a graphics editing program (such as Fireworks or Photoshop). Some experience with using Flash is essential. This is not the type of assignment that can be completed as an introductory assignment. When you are finished with this lesson, you should have the UFO (saucer) and Cow exercise completed (one similar to it).

Using these instructions, you can choose whether you include the Got Milk cow or if you want to simply select a devious way to get rid of your cows. Please also keep in mind that you can be creative and use anything on the ground you would like to, other than cows. Have some fun with it.

Complete the Following Steps

1. **Obtain an image of a UFO.** Some pictures to use are available within the zipped file, located within the online lesson. Your instructor may have saved these files to the network. Ask him/her. Whether you use these images or find and save some from online, use the following steps to import them within the Library: Click: **File, Import to Library**, and import the images you desire. (Note: of course, you could also draw one if desired)
 - a. If drawing one, click the new symbol icon at the bottom of the Library Window as



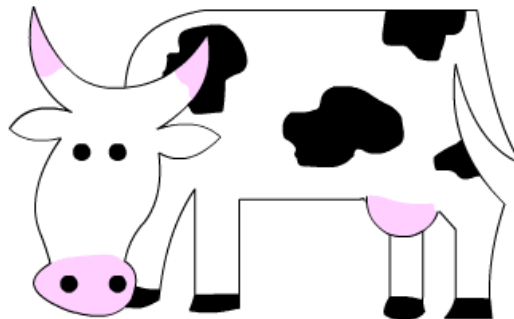
shown and name it *ufo* . Select a *Movie Clip*.

2. **Adding Lights to the UFO.** With your absolutely stunning UFO selected and/or drawn, you will now desire to add some bleeping lights on the front. Begin by again clicking the New symbol icon in the Library Window. This time, name it *lights* . Again select *Movie Clip* for the symbol type.
 - a. Notice the little marker on the stage that indicates the center of the stage. Select a color for the circle you are about to draw and then draw a little circle over top of the center marker.
 - b. Use the black arrow to select the little circle and then press **Ctrl + C** then **Ctrl + V**. (which as you know are the copy and paste shortcut keys). Copy and Paste a total of 5 circles, strategically placing them side-by-side, in a row.
 - c. You selected *Movie Clip* as the symbol type for these lights so you could animate them and make them bleep different colors on the UFO. Therefore, in the Timeline (of the lights symbol) right click on frame two and insert a keyframe (there should already be a keyframe symbol in frame one). Add a keyframe symbol to as many frames as there are lights (probably 5).
 - d. Click on the keyframe in frame 1. Then use the black arrow pointer to select the left-most circle. Change the color of the circle (maybe use one of the radial fills).

- e. Click on the keyframe in frame 2. Then use the black arrow pointer to select the next circle. Change the color of the circle.
- f. Click on the keyframe in frame 3. Then use the black arrow pointer to select the next circle. Change the color of the circle. Repeat for each circle and corresponding keyframe symbol.
- g. Press **Enter** to see your handy work. The lights should change.
3. Now add an instance of the lights to the UFO: Double click on the UFO in the Library. Drag the lights from the Library Window to the UFO.
4. Now go to **Scene 1** and create a new layer. Name the new layer UFO
5. Single click on the keyframe in Frame 1 of the UFO layer and drag an instance of the UFO (which will now have the lights on it) from the Library Window to the stage.
6. To test the movie, select either **Control > Test Movie** from the menu bar or on the keyboard press **Ctrl + Enter**.
7. **Import a Cow to the Library (or Draw a Cow within the Library)**
 - a. Click: **File, Import to Library...** and select a cow to import. Once you are browsing through image files, you can right click and select [Preview] to see the cow images before importing them. Again, some image files are located within the zipped file in the online lesson. You ll need to extract the images from the zipped file before you can use them. And as mentioned above, your instructor may have saved them for you on the network.
8. If you choose to draw a cow, click the new symbol icon in the Window Library:



Name it Cow button and select the **button** symbol type. Here is an example cow:



9. **Draw the Background:** In Scene 1, create a new layer and name it Background .
 - a. Be sure the background layer is selected and then click **Modify, Document**. Select a background color of a really dark blue - or another color that represents night time.
 - b. With the background layer still selected, select a dark green color in the color box next to the paint can tool on the toolbar. Select the square icon tool in the toolbar, and draw a box, representing grass on the ground *Note: this is taking place at night.*
 - c. Still in the background layer, use the pencil tool to draw the outline of mountains in the distance above the grass. You can fill in the color of the mountains with the Paint Can tool (Note: Be sure to add the color you want to the Paint Can).
 - d. Insert a keyframe in frame 110 of the Background layer. This will leave the background up for the entire length of the movie.

10. **Import or Draw a moon:**

Import an image of a moon (moon images are included within the zipped file located within the online lesson). To *Import a moon image file* Click File, Import to Library. Import a moon image to the Library from the Graphics Design\UFO and Cow\moon images folder.

Or draw a Moon Press [Ctrl]+[L] (to bring up the library). Add a new **Graphic** symbol to the library and name it **moon**. When you press [Enter], the moon symbol will be opened and you can then draw a moon. Here are a few tips:

- a. *Full Moon* To make little circles on a full moon, use the Oval tool in the toolbar.
- b. *Half Moon* For a half moon, draw a full moon (circle) and then use the black arrow tool to reshape it by pointing the mouse to the side of the shape, seeing the following symbol below the black arrow:



moon.

11. In Scene 1, add a new layer and name it Moon Drag a copy of the moon onto the stage in Scene 1.

12. **Drawing the Zapped Cow (Explosion):**

- a. Within the library, click the New Symbol icon and create a *Movie Clip*. Name it Left Roast (this will be the cow on the left that blows up). You will now create the movie clip of the exploding cow. Don't be morbid. This is school.
- b. To get started, drag a copy of the cow you selected to the stage of the movie clip. Right click on the cow and select Convert to Symbol . Select Button for the symbol type.
- c. Add a new Layer to the movie clip and name it Actions
- d. Within the Actions Layer, add a **Stop** action at frame one. This stops the cow from automatically dying when the movie is played.
- e. Right click on Frame 2 of the layer with the Cow in it and create the appearance of what you want to have happen to the cow when it is zapped. Use approximately 10 frames for the entire movie clip. To break it apart, complete the following steps:
 - 1) Enable the ability to break apart the cow. Do this by clicking, **Modify**,

Break Apart from the menu bar.

- 2) Lasso (select) parts of the cow and separate the cow
- 3) Take it apart frame by frame, inserting keyframes for 6-10 frames.
- 4) Be creative: rotate parts of it, flatten parts of it, or remove it all together and draw a pile of colors in its place on the ground.
- 5) Again, keep the entire movie clip to approximately 10 frames
- f. Within the Actions Layer, insert another keyframe at the end of the movie and again add a **stop ()**; action to this frame. This will stop the cow from automatically resurrecting itself once it has been zapped.
 - (1) Do this by: Right clicking on Frame 1 and selecting actions . (You can also press [F9]. And if you are using the 2004 version, you may also click: *Window, Development Panels, Actions.*)
 - (2) Then click the + symbol within the Actions window that appears
 - (3) Then select Actions ->> Movie Control ->> Stop

13. Adding an Action

- a. Within Frame 1 of the cow layer, right click on the cow and select Actions . (*Note: If you are using the 2004 version, you may select from the menu bar: Window, Development Panels, Actions. With either program, you can press [F9] to bring up the Actions panel.*)
 - 1) Enter the following action script (you may need to switch to *Expert Mode* within the Actions window:

```
on (release) {
tellTarget ("/") {
gotoAndPlay ("Left");
  }
}
```

14. Making the Center Cow -

- 1) Right click on the *Left Roast* movie clip within the Library and select duplicate Then name it Center Roast
- 2) This obviously saves the time of repeating all of the steps. However, you do need to double click on the Center Roast movie clip then right click on the cow in Frame 1 and change the script to **gotoAndPlay(Center);** - as opposed to Left .

15. Making the Right Cow -

- 1) Right Right click on the *Left Roast* movie clip within the Library and select duplicate Then name it Right Roast
- 2) This obviously saves the time of repeating all of the steps. However, you do need to double click on the Right Roast movie clip then right click on the cow in Frame 1 and change the script to **gotoAndPlay(Right);** - as opposed to Left .

16. Adding the Cows to the Stage

- a. In Scene 1, drag an instance of Left Roast to the left of the stage, Center Roast to the center of the stage, and Right Roast to the right of the stage. Size each appropriately.

- b. Note: Many students have tried at this point to test the movie. You can, but I m afraid it won t work yet. Keep going.
- c. Label your cows: Single click on each cow. Give each a label. Name the cow on the



left Left Cow . Name the cow in the center Center Cow . Name the cow on the right Right Cow . Here is a screen shot:

- 17. **Draw a Laser:** Within the library (if not visible, press [Ctrl]+[L]) and create a new Graphic symbol by the name of laser. This laser is the lightning bolt that will come out of the UFO to zap the cows. Draw your best lightning bolt/laser.
- 18. In Scene 1, create a new layer and name it Laser . You will add a copy of the laser/lightning bolt beneath the UFO once you get the UFO stationed over each cow.
- 19. **UFO Fly in:** On the UFO layer, you should still have a copy of the UFO movie clip in Frame 1. Move the UFO up by the moon. But don t resize it smaller -Yet.
 - a. Add a keyframe at Frame 15. Place the UFO in Frame 15 at the center of stage, hovering over the center cow.
 - b. Tween Frames 1-15.
 - c. Make the UFO in Frame 1 little.
 - d. Add a sound to the UFO flying in. To do this, click on the keyframe in Frame1 of the *ufo layer*. Then click **Window, Common Libraries > Sound**. Select the sound you desire and drag it onto the stage. The sound Beam Scan works. Since the frame is tweened with Frame 15, the sound clip will last as long as the tween.
- 20. **Moving the UFO from Cow to Cow:**
 - a. All of the following steps are completed in the UFO layer.
 - b. Remember you left the UFO hovering over the Center cow at Frame 15. Still working in Scene 1, label Frame 15 of the UFO layer Hover . (Note: to give a frame a label, click on the frame and enter the label, much the same way as you labeled each cow movie.)
 - c. Add a keyframe at Frame 16, and move the UFO up just *slightly*.
 - d. Add a keyframe at Frame 17, and move the UFO down just *slightly*.

- e. Add a keyframe at Frame 18 (positioning the UFO exactly where it is in Frame 15), and add an Action to Frame 18 (press [F9] for the Actions panel):
gotoAndPlay ("Hover");
 - f. Note: Adding this action will return the UFO to Frame 15, labeled `Hover`, where the movie will loop between Frames 15 and 18 until the user clicks a cow to zap.
 - g. Still working in the UFO layer, add a keyframe at Frame 25. Label Frame 25 `Left` (Note: to give a frame a label, click on the frame and enter the label right below *Properties*.)
 - h. Move the UFO over the Left Cow.
 - i. Still working in the UFO layer, add a keyframe at Frame 30.
 - j. Tween frames 25-29
 - k. Still in the UFO layer, add a keyframe at Frame 35. And a keyframe in Frame 40.
 - l. Tween Frames 35-39.
 - m. Add the following action to Frame 40: **gotoAndPlay ("Hover");**
 - n. Add a keyframe at Frame 50 and label the frame `Center`
 - o. Move the UFO over the Center Cow.
 - p. Add a keyframe at Frame 55.
 - q. Tween Frames 50-54.
 - r. Add a keyframe at Frame 60 and a keyframe at Frame 65. Tween frames 60-64.
 - s. Add the following action to Frame 65:
gotoAndPlay ("Hover");
 - t. Add a keyframe at Frame 75.
 - u. Label Frame 75 `Right`.
 - v. Move the UFO over the Right Cow.
 - w. Add a keyframe at Frame 80.
 - x. Tween Frames 75-79
 - y. Add a keyframe at Frame 85 and a keyframe at Frame 90
 - z. Tween Frames 85-89
 - aa. Add the following action to Frame 90: **gotoAndPlay ("Hover");**
21. **Add the Actions Layer:**
- a. In Scene 1, add a layer called `Actions`. This layer will contain the Actions of the UFO and laser coming out of the bottom of the UFO as it goes from cow to cow. All of the following steps are within the Actions Layer and to make life easier, you will want to switch the Actions window to *Expert Mode*.
 - b. Within the Actions layer, add an Action to the keyframe in Frame 1: **kills = 0;**
 - c. At Frame 15, insert a keyframe and add the Action:
if (Number(/:kills) == 3) {
gotoAndPlay ("Fly Away");
}
 - d. At Frame 32, insert a keyframe and add the Action:
tellTarget ("/Left Cow") {
play ();
}

- e. At Frame 57, insert a keyframe and add the Action:
tellTarget ("/Center Cow") {
play ();
}
- f. At Frame 82, insert a keyframe and add the Action:
tellTarget ("/Right Cow") {
play ();
}
- g. At Frame 110, insert a keyframe and add the Action: **stop ();**

NOTE: To add this action in MX or earlier versions, you can right click on the Frame and select *Actions, Movie, Action, Stop*. To add this action in MX 2004 version, you can select from the menu bar: *Window, Development panels, Actions*. And pressing [F9] will work in any version of the program.

22. **Creating the Fly Away**

Notice that in Frame 15, you added an Action that says if three cows have been zapped, then *GoToAndPlay(Fly Away);* Now you will create the Fly Away Frames that will guide the UFO back up to the moon.

- a. In Frame 100 of the UFO Layer, insert a Keyframe and label it *Fly Away* .
- b. Add a keyframe to Frame 110
- c. Tween Frames 100-109, shrinking the UFO in frame 109 to a tiny UFO within the area of the moon
- d. If there is not a UFO in Frame 110, add one, making it itty-bitty on the moon. And add the following action to Frame 110: **stop ();**

23. **Adding the Got Milk Components**

- a. *Creating the Drinking Cow movie clip:*
 - 1) Within the Library, create a new **movie clip** symbol and name it: *drinking cow*.
 - 2) Within Frame 1 of the movie clip, add the image: *cow drinking.wmf* (This image is located within the zipped file. Refer to the online lesson.) Squish the cow so it is narrow within Frame 1.
 - 3) Insert a keyframe within Frame 3 of the movie clip, and stretch the cow so it isn't as narrow. Also move it lower on the canvas.
 - 4) Insert a keyframe within Frame 5 of the movie clip, and stretch the cow so it isn't as narrow. Also move the cow lower on the canvas.
 - 5) Insert a keyframe within Frame 6 of the movie clip, make the cow the normal size, and move it a little lower on the canvas.
 - 6) Also add a **stop ();** action to Frame 6
 - 7) Return to Scene 1 and save the file.

- b. *Add two New Layers to Scene 1:*
 - 1) Add a new layer to Scene 1 and name it: cow with milk
 - 2) Within the cow with milk layer, insert a keyframe at Frame 100.
 - 3) Drag the *Drinking Cow* movie clip to Frame 100 of the cow with milk layer. Resize the cow you now see on the Stage so it is a proportionate height. Don't resize the width; keep in mind he is squished more narrow within the movie clip.
 - 4) Click on the movie clip that's now on the stage and within the *Properties* window, change the **color** to: **Alpha**, and the Value to: **0**.
 - 5) Insert a keyframe within Frame 101 of the cow with milk layer and then click on the movie clip and change the **color** to: **Alpha**, and the Value to: **100**.
 - 6) Within the Library, create a **Graphic** symbol by the name of: **Got Milk?** and type the text: **Got Milk?** on the image. Make it look as desired.
 - 7) Add another new layer to Scene 1 and name it: Got Milk?. Then within the Got Milk? layer, insert a keyframe within Frame 106 and add the graphic symbol that reads: **Got Milk?**.

24. **Adding Actions and Sound to the Laser Layer:**
 Within the Laser Layer, add the following sounds and actions -
 - a. At Frame 32 of the Laser layer, drag an instance of the Smack sound to the stage (Click **Window, Common Libraries, Sound**).
 - b. Add the following Action to Frame 34:
kills = Number(kills)+1;
Note: This counts the number of cows you've zapped. You have three cows on the stage, so you are counting to 3 and then having the UFO fly away.
 - c. At Frame 57 of the Laser layer, drag an instance of the Smack sound to the stage (Click **Window, Common Libraries, Sound**)
 - d. Add the following Action to Frame 59: **kills = Number(kills)+1;**
 - e. At Frame 82 of the Laser Layer, drag an instance of the Smack sound to the stage (Click **Window, Common Libraries, Sound**).
 - f. Add the following action to Frame 84: **kills = Number(kills)+1;**

25. **Strategically placing the Lasers Below the UFO:**
 - a. Within the Laser Layer, Drag a copy of laser (lightning bolt) you drew, beneath the UFO at the following frames: 32, 57, and 82.

26. **Adding the RESET button**
 Create a new **Button** symbol in the Library, naming it **Reset**
 - a. Draw a shape for the Reset button.
 - b. Change the color in the Over mode. Do this by adding a keyframe in the Over frame of the button.

- c. Continue to change the appearance of the Reset button in the down mode. Do this by adding a keyframe in the Down frame of the button. Change the color of the text, or whatever else you want to change. Be creative
- d. Add a sound to the Down mode (**Window, Common Libraries, Sound**).
- e. In Scene 1, add a new layer called Reset Button . Add a keyframe to the *Reset Button* layer at frame 100 and drag the Reset button to the stage.

27. **Having the Reset Button Start the Movie all over and Resurrect the Cows:**

The Reset button needs to kick the animation back to Frame 1 and reset all three of the Cow movies to their pre-barbecued states

- a. In the Reset Button Layer, assign the following action to the button itself (not to the frame). If you want to just type it in, you will want to be within Expert Mode in the Actions:

```
        on (release) {  
tellTarget ("/Right Cow") {  
    gotoAndStop (1);  
}  
tellTarget ("/Left Cow") {  
    gotoAndStop (1);  
}  
tellTarget ("/Center Cow") {  
    gotoAndStop (1);  
}  
gotoAndPlay (1);  
}
```

Note to MX 2004 users:

The Actions panel can be opened by either pressing the [F9] key on your keyboard or by selecting from the menu bar: *Windows, Development Panel, Actions*